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Game Chef 2014



Jeff Raglin

Discussion - 12 May 2014

Palm and Pine

Okay, time to put something out here: the first draft of the "metarules" of the game, presented in seven cards, and a sample tableau of what a typical scene is going to look like.

As I mentioned in a comment on my initial post, the aim is to have 26 each of Scene, Task/Conflict resolution, and Ending cards and 78 Rule cards.

2014-05-12

2 photos

ded:	directly compare the results.			begins.	will take place on Earth's far future or a secondary world. Or they may decide to let these things emerge in play. Shuffle each type of card separately and start the first scene.	itself will end.
				5: The Standard Resolution Table	6: Glossary	7: Final Thoughts
				Some rules will reference the Standard Resolution Table. This table is formed by taking the numbers in the upper right corner of the rules cards for the current scene, and arranging them in order. The smallest number is the target for normal tasks, the second smallest for hard tasks, the third smallest for expert tasks, and the largest for epic tasks. Rolls need to be at least the target number to succeed.	Dice: Regular, six-sided dice Glitter: The currency of the game	Remember, the scene card's rule may override any other rules. If a rule or resolution doesn't make sense in the context of a scene, ignore it. Unless otherwise indicated, always reroll six. If following a rule could have two different outcomes, use dice to randomly pick one.



4 comments



Jeff Raglin 13 May 2014

So, I've set up and tested the card backs in nanDECK, added an 8th 'meta' card for credits and notes. I'm at 14/26 Scene Cards, 8/26 Resolution Cards, 7/26 Scene Ending cards, and 19/78 Rule Cards (The biggest category, although a lot of those 19 are the prototype card for themes that will have a dozen or more cards in them, which will help.)



Jeff Raglin 14 May 2014

Up to 54/78 rule cards now, with another 10 mostly done. I'll probably switch to finishing out the other types after completing those 10. (I'm aiming towards finishing Friday afternoon if possible.)



Jeff Raglin 15 May 2014

Down to needing 10 more Rule cards, 3 more scenes, 9 more conflict resolutions, and 16 more endings. Finishing tomorrow afternoon looks on track from here.



Jeff Raglin 16 May 2014

Finished, final contest draft posted over at <http://mappamundorum.wordpress.com/2014/05/16/game-chef-2014-palm-and-pine/>

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